JACK the GIANTKILLER™

Gather the riches
with Jack's adventure
up the beanstalk.....

CINEMATRONICS, Inc.
1841 Friendship Drive El Cajon CA 92020
(714) 562-7000 • (800) 854-2666

GAME PLAY

Enthusiastic players help Jack in his perilous journey up the beanstalk to retrieve treasures and rescue the Princess from the Giant's castle. The adventures up and down the beanstalk hold many different obstacles that add to the game's challenges. The dangers of climbing through the treacherous stalk are magnified by the various creatures that will attack Jack to keep him from reaching the top. The rewards for completing each phase of the climb include both scoring opportunities and special animated cartoons that announce a player's successes.

The exciting action is enhanced by the continuous introduction of new elements to the game play. Twelve different levels of difficulty are included to challenge the player and maintain interest for even more repeated attempts to rescue the Princess in Jack the Giantkiller.

There are five different scenes of action that Jack encounters in his journey to retrieve the treasures. Each scene offers a different play action for optimum variety.

Scene 1—JACK CLIMBS THE BEANSTALK from his cottage through the thick maze of leaves. Gathering beans as he carefully climbs the stalk gives Jack points and ammunition to use against enemies. In this scene Jack can be attacked by a woodpecker, caterpillars, a moth or a flying bee depending on the difficulty level. Using the beans to protect himself from attackers will also add to the score and help Jack reach the clouds.

Colorful Jack the Giantkiller decal available for your promotions. Contact your local distributor or Cinematronics for details.

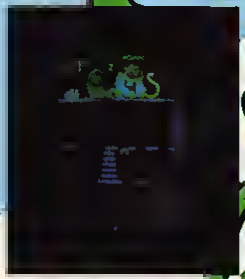
Scene 2—JACK ENTERS THE CLOUDS and carefully makes his way to the castle without falling. Lions and attacking birds cause additional barriers to be avoided by jumping over them or throwing beans at them. Jack must cross the lowered drawbridge to enter the castle.

Scene 3—JACK CLIMBS THE CASTLE STAIRWAY leading to the Giant's room. There are missing stones and steps falling that Jack must avoid as he runs and leaps up the stairs. A cat and mouse running on the stairway create another obstacle to overcome as he approaches the Giant's room.

Scene 4—JACK ENTERS THE GIANT'S ROOM and must climb up platforms and stairs to reach the top of the table where the treasures are seen next to the sleeping Giant. Flying magic lamps try to keep Jack from reaching his goal. As an extra bonus scoring feature in this scene Jack can catch falling golden eggs from the Goose in his hat. The Singing Harp, a Bag of Gold, The Goose that Lays Golden Eggs and the Princess are all waiting to be retrieved. After getting the item that is flashing, Jack must safely return home.

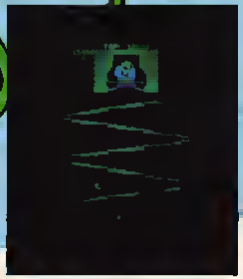
Scene 5—JACK CLIMBS DOWN THE BEANSTALK with each treasure he retrieves. While climbing down the Giant tosses rocks at Jack to challenge his descent. With quick responses he can reach the cottage safely and be ready to start again to get the next item. After rescuing the Princess, Jack chops down the beanstalk. Jack then begins his adventures again at an even higher difficulty level.

Jack climbs the beanstalk

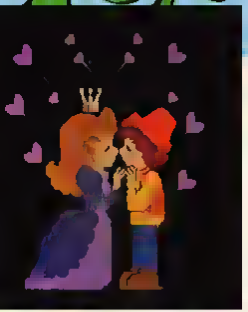


Jack makes his way to the Giant's table

Jack enters the clouds



Jack climbs the castle stairway



Jack Rescues the Princess

Jack the Giantkiller is filled with new surprises that keep on challenging players Twelve different combinations of difficulty factors are marked by the number and types of adversaries as the game progresses Many high scoring opportunities such as extra points are awarded for each completed scene bonus rewards for scoring accomplishments and the extra visual recognition for successes encourage high replay levels on Jack the Giantkiller

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PLAY FEATURES

Jack the Giantkiller is designed to maximize operator flexibility with minimal need for maintenance The game features Cinematronics high quality engineering and durability for higher play activity It is built to include the best features for ease of operation and selectable options:

- Four different coinage settings
- Three of five "Jacks" per game
- Two alternative bonus settings
- One or two "beans" picked at a time
- Two difficulty level options for the start of the game
- Free play switch for demonstration or special promotions
- Complete hardware diagnostics check switch
- Choice of a sleek cocktail table design or upright cabinet style

SPECIFICATIONS

Jack the Giantkiller features Cinematronics' superior engineering and workmanship It is designed for maximum quality and durability in operation. A high quality 19" color monitor is used giving excellent color resolution and trouble-free operation Built-in hardware maintenance checks together with the backing of a well qualified Customer Service staff will provide technical assistance in the field A toll-free service number is available for all Cinematronics customers—**(800) 854-2666.**

OPERATOR FEATURES

- Colorful cartoon animation on completion of each level offers extra rewards for player accomplishments
- Bonus points are awarded for successful completion of each of the five scenes
- Twelve different difficulty levels provide continuing new challenges for more skilled players
- One extra "Jack" is awarded at 10 000 points and can be set for each 10 000 points scored
- New adversaries appearing keep the game action moving at a fast pace to keep interest levels high

PROMOTION OPPORTUNITIES

Jack the Giantkiller has a built-in promotion incentive to play Rescue the Princess Special promotions can be used to encourage higher play activity by rewarding players who reach this goal Feature photos of players who Rescue the Princess in the game location Give special prizes to the first ten players to meet the ultimate goal of the game and other recognition for those who reach the different plateaus in the game

A colorful decal is available and can be used for display in a window by the change station in a game center or other place to suggest play of Jack the Giantkiller These decals can be obtained by writing directly to Cinematronics Marketing Department They can be used in various ways for promotion and to advertise the exciting Jack the Giantkiller game

Distributed by:

Dimensions:	**Upright Cabinet**	**Cocktail Table**
Unboxed	H 70¼" D 30" W 26½"	H 27¾" D 36⅛" W 25½"
Boxed	H 75¼" D 33" W 29"	H 33¼" D 38½" W 28"
Weight	280 lbs	230 lbs

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